KRIS PAISARN

Krisada Mahakitpaisarn, 22 April, 1992

All-Rounded Unity Developer with 7 years experience who passionate on mobile game and mobile application development

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EXPERIENCE

Unity Developer

Make-a-bag (Mobile Application)
Crazy Factory Co. Ltd., May 2017- October 2019

- Worked on Research & Development for making realistic 3D customizable handbag
- Implemented prototype and created mock-up UI for application
- Worked closely with UI Designer and implemented whole UI system in project
- Implemented customization function include Texture, Bag parts, Accessories and more
- Worked on custom shader and lighting to serve realistic look of handbag
- Worked with DevOps for automation deployment across multi-platform using Gitlab
- Coordinated between teams, also between Thai and expat colleagues

Freelance Unity Developer

The Tiguan Virtual Reality Experience (Mobile VR Visualizer)
innovation.rocks consulting gmbh, August 2016- October 2016

- Integrated Localization & Translation from provided data
- Worked on UI and Text relate to Localization

Pixel Holographic Device (Holographic Game & Application)
Pixel Visual Sdn. Bhd., March 2016- June 2016

- Implemented holographic game calls "Flap Dash" & animated model display application which both are controlled by using mobile phone
- Implemented other utility holographic application such as "World Clock" which is controlled by speech recognition
- Designed UI for both holographic display and on mobile controller

Sky Rider (Mobile Game + VR)
Kirimaru Co. Ltd., May 2015 - August 2015

- Re-factored core gameplay from previous codebase
- Worked on designing include Level Design, Obstacle and Difficulty Design, Character Skill Design, Effect Design and Sound Design
- Implemented core gameplay functionalities include Character Control, Level & Scene Setup, Obstacle Spawning, Game Effects and more
- Implemented VR mode for Cardboard

Bipor (Mobile Edutainment)
Ministry of Energy, Thailand, June 2014 - September 2014

- Implemented the whole project
- Story, Dialog and Screenplay writer
- Gameplay Design, Level Design, Environment and Sound effects

Three Virtual World Projects (Mobile Virtual World)
Tourism Authority of Thailand, March 2014 - December 2015

- Implemented the whole projects include "Chiang Mai 1&2" and "Sino Portuguese"
- Scene and Lightning setup, Effect Design, NPC's dialog and UI Element design
- Optimized performance to make application run smoothly on low-end devices

SKILLS

C#
JavaScript
HTML
CSS
ReactJS

Unity
Photoshop
Affinity Photo
Sketch
After Effects
Autodesk Maya

Mobile Game Dev
Game Effects
Sound Design
Augmented Reality
Virtual Reality

UI/UX Design
Graphic Design
3D Design

AWARDS

AngelHack KL, *2016*
1st Runner-up (Smart Living)
AngelHack

FRIT Award, *2014*
Winner (Business)
Foundation of Research in Information Technology

National Software Contest, *2013*
Winner (Entertainment)
National Electronics and Computer Technology Center

EDUCATION

College of Arts, Media and Technology,
Chiang Mai University
Bachelor of Science (Animation)
2011 - 2014

LANGUAGES

Thai - Native
English - Fluent